

PADEN SHOREY

+1-613-862-4476

1431 Ballard Crt, Ottawa, Ontario, Canada, K1B 4Y9

paden.shorey@gmail.com

www.padenshorey.com

Objective: I am a hardworking and self-motivated individual seeking an industry position that will challenge me and allow me to make an important and significant contribution.

Work Experience

Global Affairs Canada Multimedia Developer and Designer, *January 2018 - Present*

- Responsible for the design and development of various multimedia projects with a specific focus on providing top-notch user experience for the wide and varied audience that is the Government of Canada
- Handling documentation and project management in relation to said multimedia projects
- Designed and developed a 12-screen dynamic dashboard for our building (Laravel, Javascript, PHP) including a custom content-management system
- Designed and developed an interactive web timeline with administrative panel for adding and editing content for Women Deliver 2019 in Vancouver (Laravel, Javascript, PHP)
- Designed and developed an administration project to handle multiple virtual reality headsets via Android device in Unity (C#)
- Developed a 3D virtual reality lounge where users can explore various forms of 360° media in Unity (C# programming, 3D modelling, texturing)
- Developed a walk-up, self-serve, customizable photo booth interactive display system (Unity, C# programming)
- Working seamlessly alongside individuals with various professional backgrounds (videography, social media, communications, etc.)

Snowed In Studios Software Engineer (UI/UX), *July 2017 - January 2018*

- Worked as a contractor on user interface design and implementation for Bethesda's "The Elder Scrolls: Blades" project releasing later in 2019, in Unity
- Worked with a small team creating a mobile multiplayer storytelling game for a new IP in Unity
- In-charge of front-end, gameplay, and UI/UX design, implementation, and testing
- Continuous testing using scrum project management methodology

Carleton University Teacher's Assistant, *September 2014 - May 2016*

- Ran tutorials and help sessions for students in two classes: Introduction to Interactive Multimedia and 3D Computer Graphics
- Graded assignments and handled student grade disputes
- Held weekly office hours to help students with assignments
- Course content included: Adobe CC, HTML, CSS, Javascript, Python, Maya, Scrum, Unity, and UI/UX design

Snowed In Studios Intern UI/UX Developer/Designer, *June 2015 - September 2015*

- Worked as a part of a small team (4) creating a game in Unity (C#, Javascript) for an overseas client
- Was in charge of programming various front-end gameplay components and handling the user interface implementation and testing
- Was involved in all team meetings and had equal say in how the game progressed
- Was in constant contact with all team members as well as the clients overseas

Ubisoft Intern Gameplay Programmer, *April 2014 - June 2014*

- Received this position through a national game developers competition (Ubisoft's Academia Gamelab Competition)
- Worked with a team of 25 other interns and Ubisoft coaches to create a high quality game from scratch in Unity (C#, Javascript)
- Was in charge of programming various front-end gameplay components
- Dealt with user feedback received through user testing

OC Transpo Website Administrator, *May 2012 - September 2013*

- Added and modified features on both the internal and external websites
- Worked as a part of a large team coordinating with multiple team members daily
- Designed banners, small advertisements, and user interfaces
- Helped with website re-design for new accessibility standards
- Designed and developed various tools for use on the main website
- Handled customers and customer feedback regarding the website

RideShark Website Designer/Developer, *May 2011 - September 2011*

- Communicated with a small team
 - Design & re-design of current website and web application
 - Implementation of website and web application
-

Education

Carleton University

*Bachelor of Information Technology, **Interactive Multimedia & Design** (2010-2014)*

- Courses included content regarding digital design and development, marketing and business, as well as hands on experience planning, designing, and developing large interactive projects
- Graduated with a CGPA of 11.3/12
- Recipient of multiple scholarships and a member of the Dean's Honour List for four consecutive years

*Masters of Applied Science in Engineering, **Human Computer Interaction** (2014-2016)*

- Successfully defended my thesis, "An Exploration of In-Game Action Mappings with a Deformable Game Controller," in September 2016
 - Designed, prototyped, programmed, tested, and researched a custom bendable game controller, *Bendtroller* (<https://dl.acm.org/citation.cfm?id=3025463>)
 - Recipient of multiple departmental scholarships, entrance scholarships, and the Ontario Graduate Scholarship (2014/2015 & 2015/2016)
 - Completed the Collaborative Learning of Usability Experiences (CLUE) program
-

Skills & Qualifications

- Experience developing games and applications in Unity (C#) using most built-in tools and many 3rd party assets
- Experience both using and developing for AR and VR (Oculus, Gear VR)
- Experience with the Adobe CC products including Photoshop, Illustrator, XD, Premiere, and InDesign
- Extensive experience with web programming languages/libraries such as HTML, CSS, Javascript, jQuery, Bootstrap, PHP, and SQL
- Experience using various content-management systems and developing system of my own for specific projects
- Extensive user interface (UI), and user experience (UX) design, research, and development experience
- Quantitative and qualitative research methodologies and practices
- Data analysis and presentation
- User-centered design
- Teamwork and leadership
- **Government of Canada Secret Clearance**

References available upon request.